

MARVEL

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GURU-eFX



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ART BY PHIL NOTO

Mike Pasciullo | 1972 - 2022

With heavy hearts, Marvel remembers our dear friend and colleague Mike Pasciullo, who passed away earlier this year.

Growing up, Mike found a passion for collectibles and trading cards. After diving into comics and becoming a Marvel expert, he went on to work for Fleer, where he became an important collaborator on art development and creative direction for Marvel's trading card sets, including now-classic sets like DC vs. Marvel, Amalgam, and many more.

Through his 25-plus years at Marvel, Mike went on to lead the company's marketing strategy across publishing, films, television, and more. His work included landmark campaigns for seminal Marvel comic book moments like *Secret Invasion*, Marvel NOW!, *Civil War*, and many others, and key contributions in establishing the vision behind Marvel Studios' early promotional strategy, engaging fans with unforgettable live events and promotions at conventions and beyond. After

marketing multiple MCU films, he brought that fan experience to Marvel Television's projects, including *Marvel's Agents of S.H.I.E.L.D.*, *Marvel's Daredevil*, *Marvel's Luke Cage*, *Marvel's The Punisher*, *Marvel's Iron Fist*, *Marvel's Jessica Jones*, and *Marvel's The Defenders*, and Marvel's animation projects for Spider-Man, Guardians of the Galaxy, Avengers, and more.

Building on his knowledge of sports, Mike also helped weave together Marvel's fandom with sports fans through Marvel-themed game days, Marvel giveaways at sports events, and other Marvel activations across the country with Major League and Minor League sports teams that continue to this day.

Mike was beloved at Marvel, and he will be remembered for his kindness, creativity, optimism, and humor. His memory will always be with us, and he will live on forever within the Marvel family and beyond. ■



[x-men_[0.00]
[x-men_[0.16]

The suit makes the mutant.

-- MR. SINISTER



[x-men_[0.00]
[x-men_[0.16]



[x-men_[0.00].....]
[x-men_[0.16].....]
[x-men_alpha.]





...I want you to know that I'll wholeheartedly support you when you come out as Krakoa's number one real estate developer.

Is that how you *really* feel? Or is that how you think you're supposed to appeal to me, because you are also holding out?



I've watched several governments pervert what I do... I want to see what Krakoa's mettle is before I give it my heart and soul.

Trust... but verify.



So.

Which three names?



I trust it won't be hard.



Huh.

No. Not hard...



IC X-MEN

STEAL BACK THE FUTURE

With Forge joining the X-Men, his mysterious Project Blackbox is coming to light -- and with it the horrifying realization of how little stands between Earth and its would-be conquerors: the Children of the Vault, a group of futuristic post-humans who would raze the Earth of all inhabitants to usher in a new era.

Using Krakoa technology, Forge has tricked the Children of the Vault by placing them in stasis and feeding them a false reality in which they've already conquered Earth. But while they must take care not to interrupt the stasis, the X-Men can no longer stand by while one of their own, Darwin, remains stranded in the Vault following a reconnaissance mission.

It's time to bring him home.



[JEAN GREY]



[SYNCH]



[ICEMAN]



[HAVOK]



[CYCLOPS]



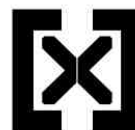
[MAGIK]



[FORGE]



[FIRESTAR]



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X-Men created by
Stan Lee & Jack Kirby

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Inside the Vault.
Now.

Not much
farther now. The
mutant I sense is
growing nearer.

Can I
ask a question,
Forge?

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Of course,
Caliban.

You say you
got my approval
to use my power and
mind like this, but how
do I know that
is true?

...
I simply
told you the truth.
That a mutant was in
trouble in a faraway
place and your gift
could save them.

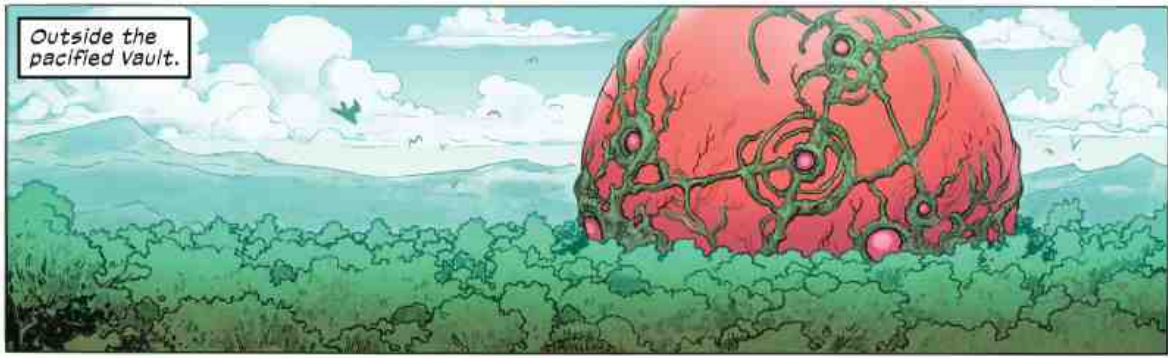
Your
gifts have been
used for the wrong
reasons over
the years...

...and I
asked you if it
would feel good
to use them for
the *right*
reasons.

It does,
yes.



Outside the
pacified Vault.



Forge
isn't a cannon.
We should be in
there with
him.

Well, we're
not, and we don't
have enough of his
suits for the entire
team anyway.

If you go
running in after
him without one,
you're going to put
a lot of miles on
your body...and
mind.



What's
that supposed
to mean?

Supposedly
I was the one
who got brain damage
when we fell out of
that plane.

Cute. I
know you didn't
want me on the
X-Men.



I don't
pick the X-Men,
Alex--



Oh, yeah,
right. Mr. "*I am
the X-Men*" Scott
Summers has *nothing*
to do with the picking
of the team.





My god.















Wh-where am I?



Perro, everything you just experienced was a *nightmare*. You and the Children of the Vault conquered the world.

This was nothing more than a night terror.

Just a terrible dream.



The world is under your thumb, Perro.

SPLOOSH



Dude.



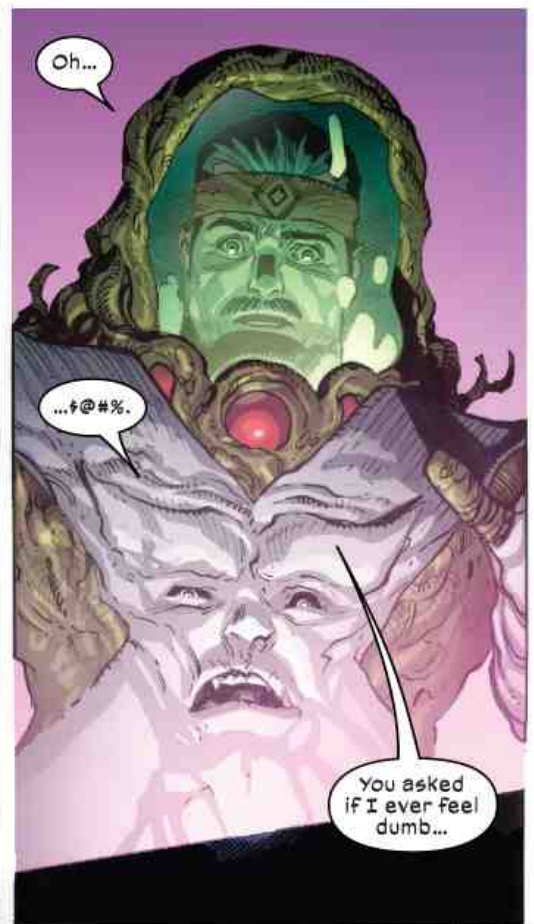
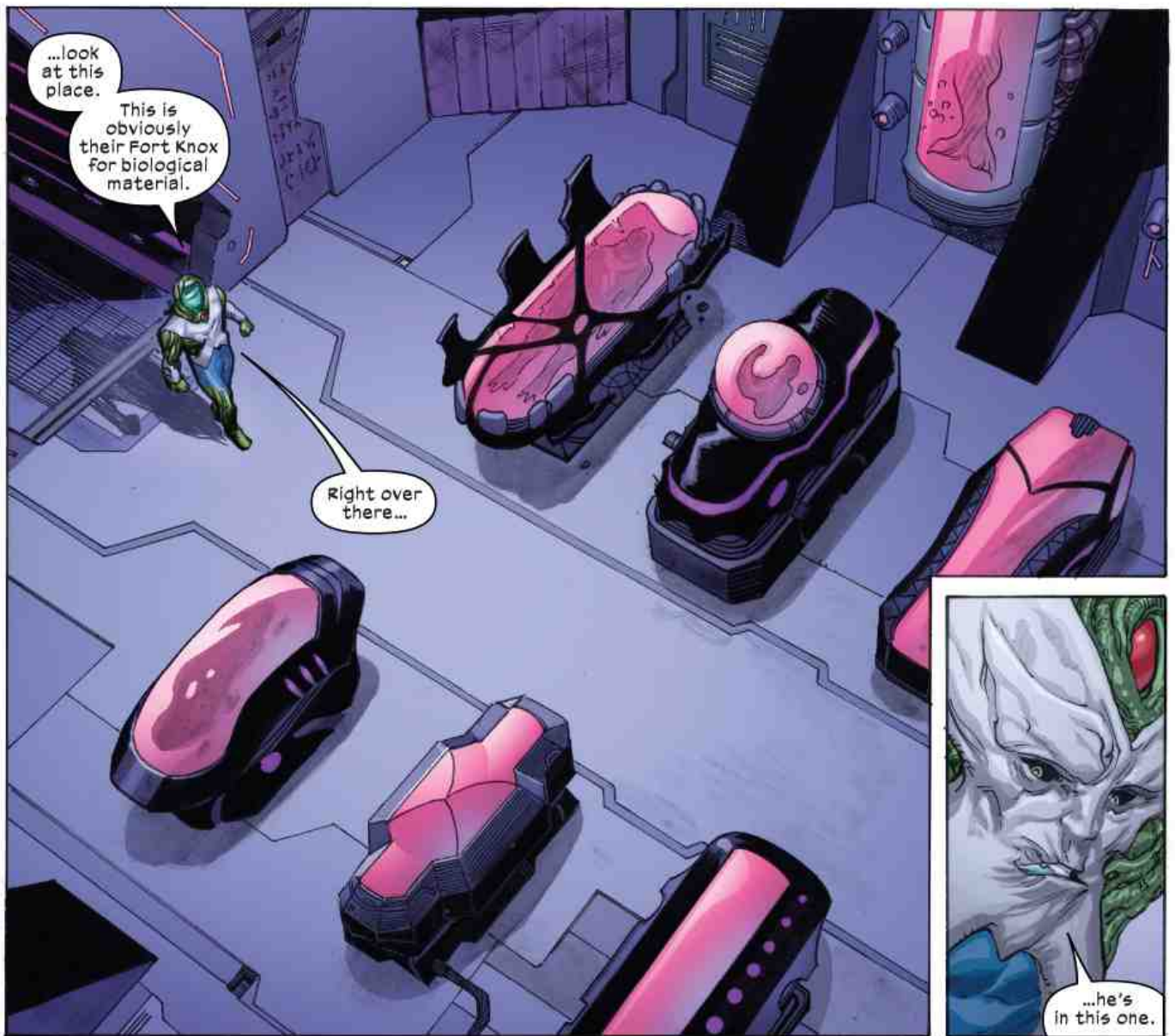


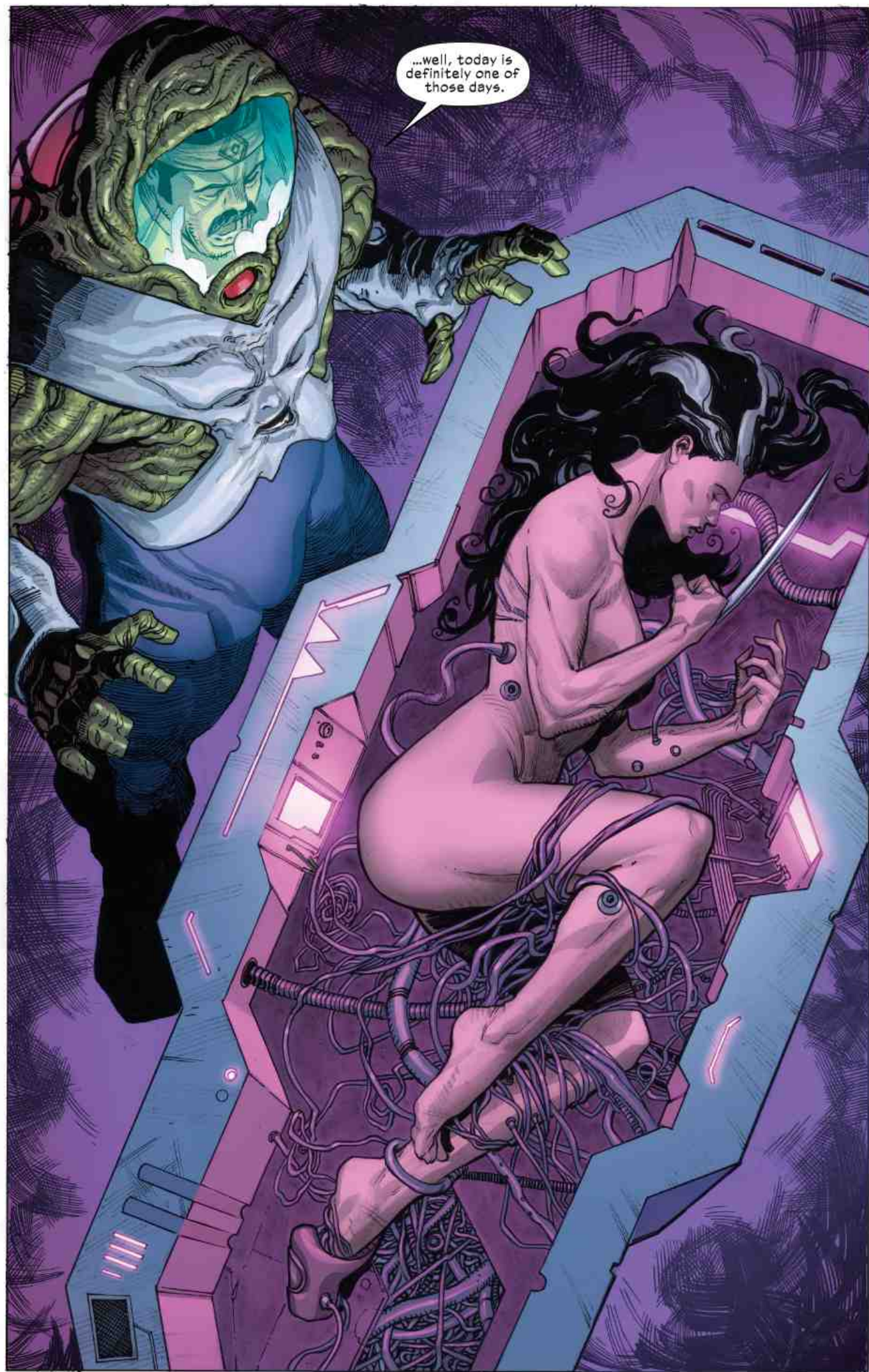
"...Alex hasn't found
what he's looking
for, and this X-Men
team is not it."

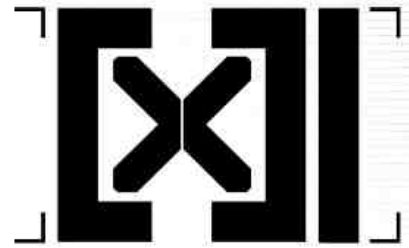
Okay,
Caliban.
Stay quiet until I
move us past
the guards.











FORGE FIELD NOTES: SITREP FROM THE VAULT INCURSION 2:

— *(Translated from a private mash-up of Cheyenne and Krakoaan languages known only to Forge.)*

TOP SECRET MEMO FOR THE ATTENTION OF: THE QUIET COUNCIL

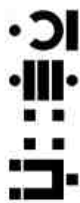
This communiqué is being recorded to be sent upon exit of the Vault. The After-Action Report from Krakoa's first incursion into the Vault must be revised. Darwin was captured and likely killed, and the mutant I detected faintly from deep within the city is Wolverine, A.K.A. Laura Kinney. I've just discovered her alive, trapped in stasis in a bio-vault.

Unfortunately, it's highly likely that the Children of the Vault found the uppermost tolerance of Darwin's mutant gift. The CotV were always dangerous, but if they have incorporated Darwin's adaptability, they may be even more dangerous. It's true that we've pacified the Vault, but should a lengthy disruption of Krakoa occur, it's highly likely the Children will escape and become a problem not just for Krakoa, but for all humankind.

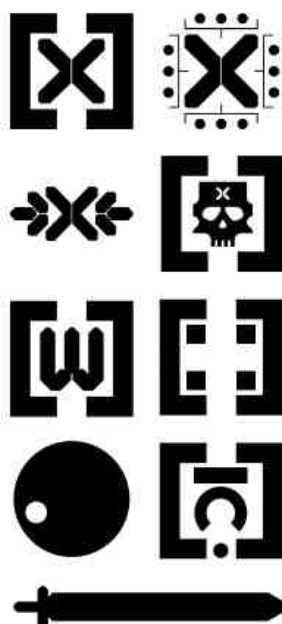
I'm going to noodle on it, but I humbly suggest to the Quiet Council that we read the Avengers and perhaps Reed and Tony into what we've done here. I've got triple redundancies, but "life finds a way," as a fellow scientist once said. If the Children escape our simulation, it will be an all-hands-on-deck situation.

It looks like I'm soon to attempt to exit the Vault without Darwin and with another Wolverine, which, though nobody's asked, seems like at least one too many considering she was mistakenly resurrected after the first mission. I suggest we release the hold we placed on Darwin and expedite him to the top of the queue.

-- Forge



NEXT



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